

OCPRD Sportsmanship Rating System

After each contest, the officials, gym supervisor, and scorekeeper will award a score to each team based on the behavior, actions, and attitudes exhibited during play.

The Program Coordinator or OCPRD Administration may provide input which could raise or lower an assigned rating. Behavior before, during, and after contests will be a factor for each team's rating. It is the responsibility of the league coordinator and coaches to inform players and parents about the rating system. Ratings will be given based on a scale of 1-5. A below average score will be subject to league discipline.

SPECIAL NOTES:

- A team that forfeits any game will receive a 2.0 rating while the opposing team automatically receives a 5.0 rating UNLESS the forfeiting team has notified the Program Coordinator 36 hours prior to game time. If the Program Coordinator is notified of the forfeit at least 36 hours in advance, the forfeiting team will receive a 3.0 rating.
- Teams that average below a 2.5 rating in the regular season will be ineligible for postseason play.
- Teams that receive a Sportsmanship Rating of 1.0 may require a Sportsmanship Action Meeting with the team's coaching staff and OCPRD staff.
- Administrative technical fouls will not count against a team's sportsmanship rating.

Sportsmanship Rating Criteria

5	<ul style="list-style-type: none"> • Team members cooperate with and demonstrate excellent sportsmanship towards teammates, opponents, officials, spectators, and staff. • Team members honor the spirit and intent of the recreation sport game rules and program policies. • Team members accept judgment decisions made by the officials during the contest. • Coaches exhibit control over his/her players and spectators; he/she converses calmly and rationally with officials and staff before, during, and after the game. • Parents and spectators for both teams behave calmly and with positive comments/attitude before, during, and after the game. • The minimum number of team members needed to start the game are present and ready to play prior to game time.
4	<ul style="list-style-type: none"> • Teams begin at this level. If no positive or negative actions occur, the team will receive this score. • Team members exhibit good conduct and sportsmanship for the majority of the contest. • Participants may display small disagreements/frustrations with decisions of staff/officials. • Coaches, parents, and spectators behave in a respectful and positive manner towards opponents, officials, other spectators, and staff.
3	<ul style="list-style-type: none"> • Team shows verbal dissent toward officials and/or opposing team which may or may not result in a technical foul/unsportsmanlike conduct penalty. • Coaches demonstrate minor control over team/spectators and/or do not actively promote good sportsmanship. • Teams who receive one technical foul/unsportsmanlike penalty may not receive higher than a 3.0 rating.
2	<ul style="list-style-type: none"> • Team members show some dissent toward opponents, officials, staff, or spectators, or use any abusive/inappropriate language towards officials/opponents. • Team members are “trash talking” opponents and/or intimidating officials/opponents or playing dangerously/maliciously for the majority of the game. • Coaches are unresponsive and uncooperative in helping officials control players behavior/attitude. • Coaches, players, or spectators are continuously having negative comments towards the opposing team, officials, or staff. • Teams who receive two or more technical fouls/unsportsmanlike penalties may not receive higher than a 2.0 rating.
1	<ul style="list-style-type: none"> • Team members show continuous dissent toward opponents, officials, staff, or spectators, or use any abusive/inappropriate language towards officials/opponents. • Team members are continuously “trash talking” opponents or officials. • Players/coaches/spectators make any threatening action, verbal or non-verbal, or physical contact with opponents, officials, or staff. • Coaches show no control over the actions of his/her players. • Any player or coach is ejected from the game. • Team members damage/attempt to damage equipment or the facility. • Any player/coach/spectator that confronts an official or staff member after the conclusion of the game will not receive higher than a 1.0 rating.